

SEGA OF AMERICA

HELPFUL HINTS: FANTASY BOMB

To kill creatures at the end of each round:

Round 1...Shoot 18 shots into the mouth of the wood-shaped creature as he opens last ballade.

Round 2...Shoot 1 rotation calls through the gap between the outside call. Ten shots are required to destroy each call. 7-way shot is useful.

Round 3...It takes 48 shots using twin-shot, or 38 bombs to destroy each battery. It's easiest to start by destroying the bottom two batteries.

Round 4...Shoot the tongue with 48 shots of twin-shot. If you have a laser beam, it's a powerful weapon.

Round 5...Shoot these creatures in order of size, smallest to largest, 2, 4, 18 and 32 shots destroy each size creature, respectively.

Round 6...Drop 32 bombs onto the creature's head when it appears. Heavy bombs are useful.

Round 7...Escape and wait for the head to take shape, then shoot the face 64 times.

Round 8...Six small creatures, which move with varying levels of ease and difficulty, can be destroyed by 8, 14, 24, 32, 48 and 48 shots of twin-shot, respectively.

ADDITIONAL HINTS:

1) If you buy and keep four of the engines (do not use- big wings, turbo engine, jet engine and rocket engine), the timer for the weapons will last until the player's ship is destroyed.

2) During the message screen in the demo mode, press the control pad up or down more than 18 times, and start the game. You can buy and extra ship with \$1,000 (usually it will cost \$2,000) at the 1st shop.

3) The Sports Pad controller works very well on this game. The rapid fire feature is definitely an asset!